

Fig 1

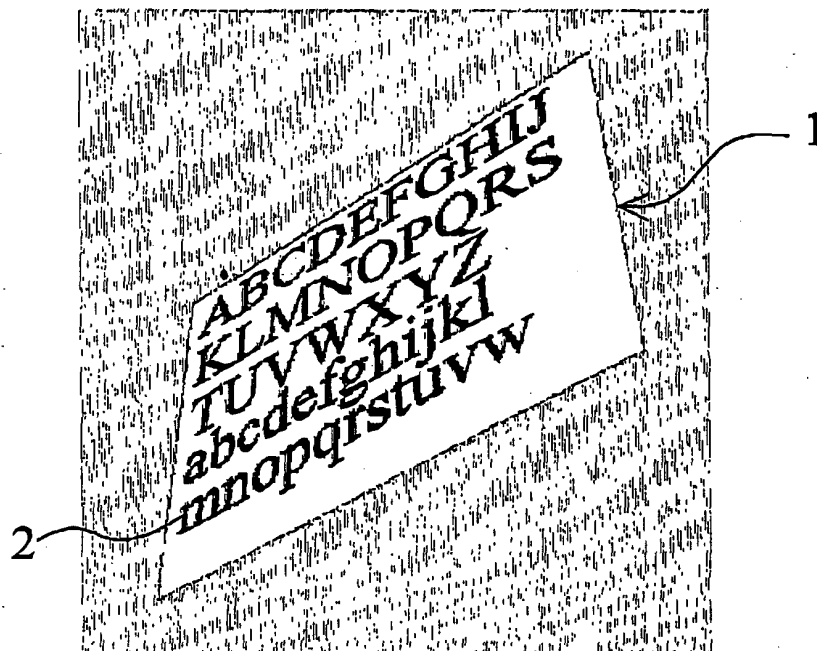


Fig 2

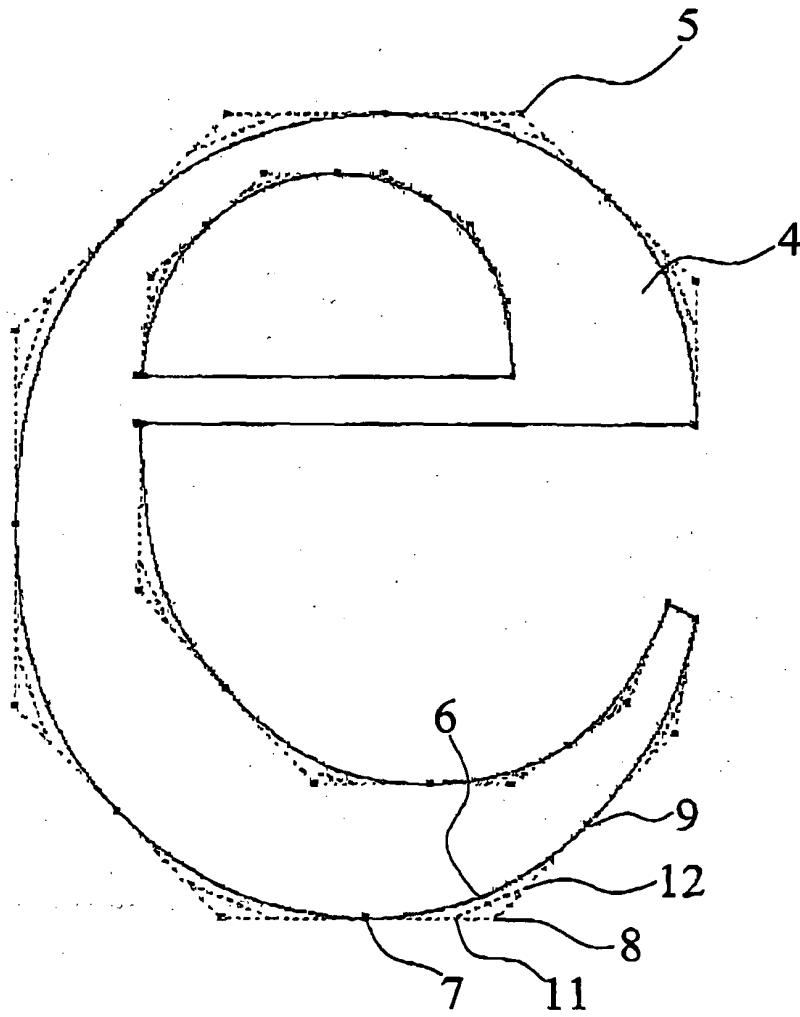


Fig 3

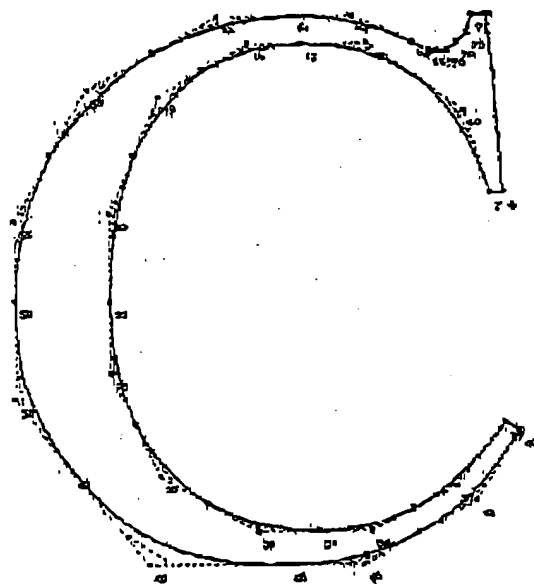


Fig 4A

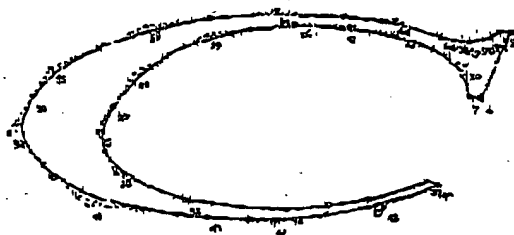


Fig 4B

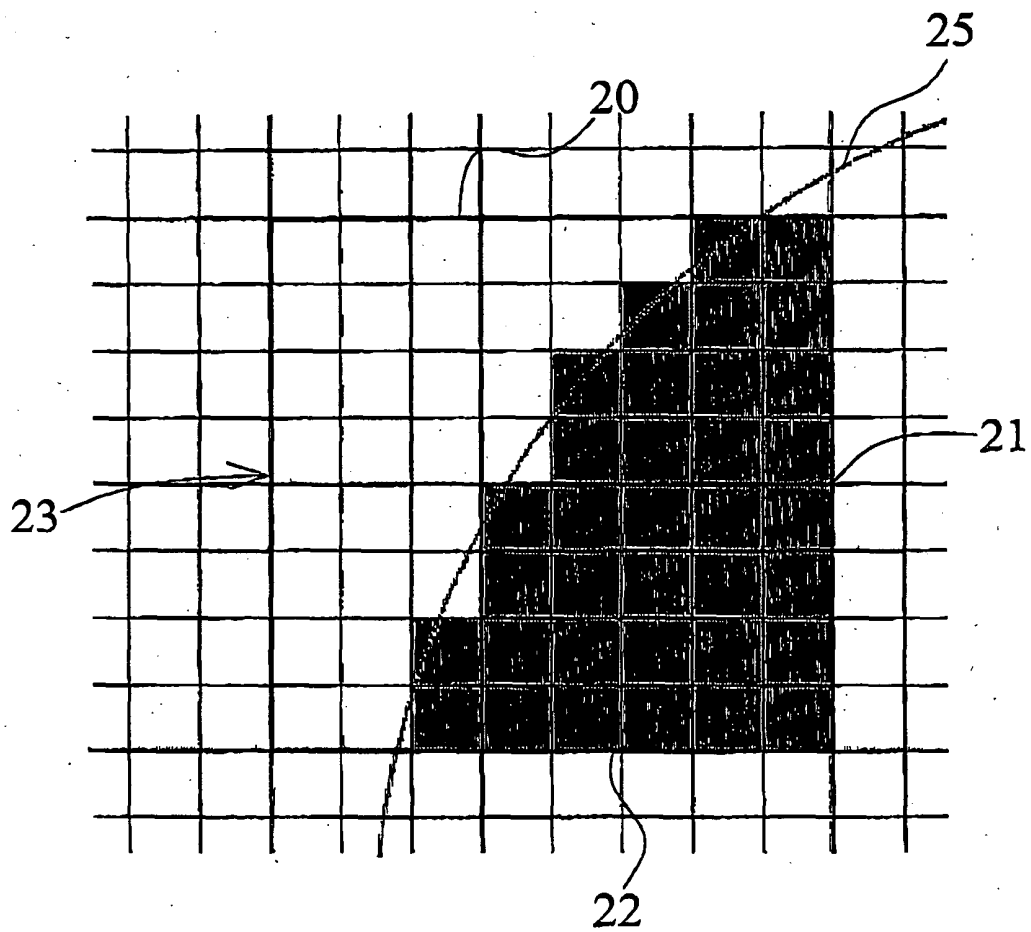


Fig 5

Contour Defined by
Quadratic Bezier Curve

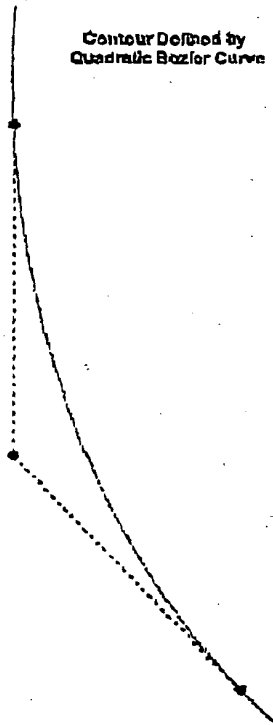


Fig 6A

Quadratic Bezier Curve
Subdivided into a
Cubic Bezier Curve



Fig 6B

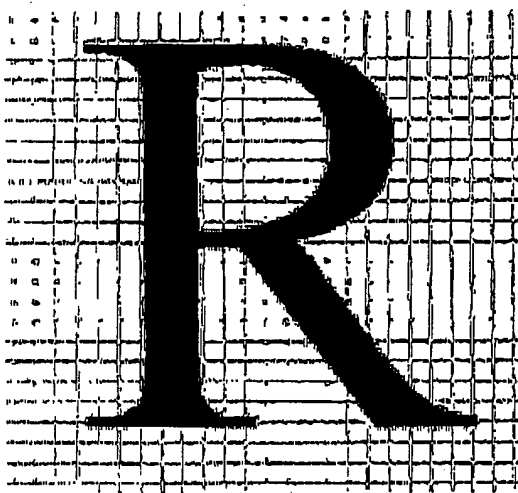


Fig 7A

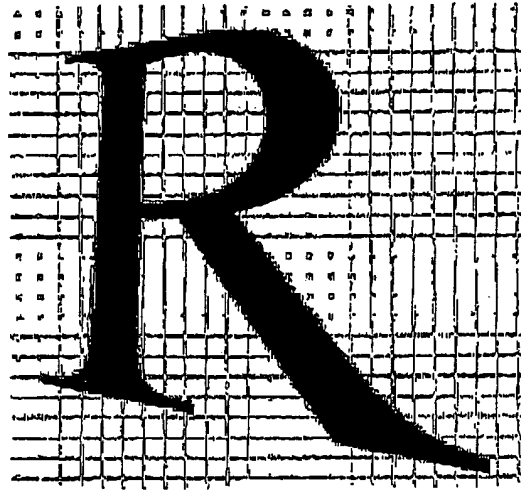


Fig 7B

Start

Flow of characters comes in from a Text Formatter

Characters are accessed directly from Font File as table of raw Quadratic Bezier Curves and Lines

These are converted to Cubic Bezier Curves

The required text is drawn on a 2D page as *control points* only (no contours)

Each Change in Orientation

Each point is given a z axis value of 0

The page is rotated in 3D space to the desired orientation

The xyz points are translated to a 2D surface (xy points only)

Text is drawn in memory (as contours) to a grid 8X8 times the pixel surface

Text contours are filled

Text is reconstructed on a destination bitmap at the original size

Edges are antialiased to background at 1/64th pixel precision

Fig 8